



FRUIT TRADER

A *Carcassonne Central* expansion by Jonathan Wu¹
(Compiled by Novelty)

A new craze has hit the countryside around Carcassonne! Pineapples have been brought back from lands afar and are highly prized by the citizens of Carcassonne! The traders selling these marvellous fruits are highly sought after for the prize they bring.

EXTRA PIECES

- 6 new land tiles (each with a picture of a pineapple trade good)
- 6 pineapple trade counters



ADDITIONAL RULES

Preparation

Shuffle the new tiles with the rest of the tiles².

3. Score a completed forest

When a road or a cloister with a pineapple trade good on the tile is completed, the player who completed the road or cloister receives a pineapple trade goods counter. The player who completes either the road or the cloister first for the tile to the right receives the pineapple trade goods counter.



The player who receives the counter may immediately exchange the pineapple trade goods counter for another trade goods counter³ with any other player of his choice. The other player may not refuse the exchange⁴. If the player does not exchange his pineapple trade goods counter the turn he or she receives it after completing a road or a cloister with a pineapple trade goods icon, then no exchanges can be made in a subsequent or future turns.

Final Scoring

The player who has collected the most pineapple trade goods counters⁵ scores 10 points. As usual, in the case of a draw all players involved score the full 10 points.

¹ This home page for this expansion is at <http://jhywu.tripod.com/FruitTrader.htm>

² Although **Traders and Builders** is not required to use this expansion, it is highly recommended that this fan-made expansion be used together with **Traders and Builders**.

³ This may be either the cloth, grain and wine counters from *Traders and Builders*, or any other trade counters from the fan-made expansions. Note that the cloister token from the fan-made *Families* or *Cleric and Serf* expansions is not a trade goods counter and therefore cannot be exchanged.

⁴ **Question:** Can the receiving player exchange the pineapple counter again?

Answer: No, only the person who completes the road or the cloister with a pineapple trade goods icon may exchange the pineapple trade goods counter the turn that they receive it.

⁵ If playing with the *An Apples a Day* fan-made expansion, the player who have collected the most pineapple and apple trade goods counters score 10 points. In the event of a draw all players involved score the full 10 points.

The pineapple trade goods icon provides an extra 2 points to the player with the most farmers on a field containing the pineapple trade goods icon. In the event of that two or more players have the most farmers on a field containing the pineapple trade goods icon, each of the players receive an extra 2 points for every pineapple trade goods icon in the field. The pineapple trade goods icons provide no extra points to barns (from *Abbey and Mayor*) on the farm.



The player with the most farmers in the top field receives an extra two points for the pineapple trade goods icon. The player with the most farmers in the bottom field receives an extra four points for the two pineapple trade goods icons.

Revision History

0.1 Draft Carcassonne Central version of the rules (Novelty)

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www.carcassonnecentral.com